

SEGA™

A SEGA TRUVIDEO™ PRODUCTION



# MIGHTY MORPHIN POWER RANGERS™

SEGA CD™



**ALL LIVE VIDEO  
ACTION ADVENTURE!**



4442



# Warnings

## READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM

### Epilepsy Warning

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. **If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.**

### Owners of Projection Televisions

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection TVs.

### About Audio Connectors

If the Audio connection is made to your television from the Sega CD, the Mixing Cable must be used to connect the headphone output jack on the front of the Genesis to the MIXING input jack on the rear of the Sega CD. If the Audio connection is made to your television from the Sega Genesis (using either the RF cable or a Video Monitor cable), the Mixing Cable must NOT be used.

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## Starting Up

1. Set up your Sega CD and Sega Genesis™ systems by following the instructions in their manuals.
2. Plug in one control pad.
3. Turn on the TV or monitor and the Genesis. The Sega CD logo will appear on screen. (If nothing appears, turn the system off, and make sure it is set up correctly before turning it on again.)
4. Place the Sega CD compact disc into the disc tray, label side up. Close the tray or CD door.
5. If the Sega CD **logo** is on screen, press the **Start Button** on the control pad to begin the game. If the **control panel** is on screen, move the cursor to the CD-ROM button and press **Button A, B or C** to begin.
6. At the Title screen, press **Start** to begin some of the most intense combat of your life! Soon you, too, will feel the wrath of Rita Repulsa!

# Grab the Dragonzord™ by the Horns!



At last, after 10,000 years, evil intergalactic sorceress Rita Repulsa™ is freed from her far-flung dungeon. Good for her . . . and BAD for everyone else! Now, from her castle on the moon, the horse-laughing harridan plots to control the universe!

Her first target is planet Earth. Using her league of horrors, she is out to destroy everything she can get her hands on.

The only thing standing in her way is a brave team of teenage warriors. Jason, Zack, Kimberly, Trini and Billy have been hand-picked by Zordon™, an inter-dimensional being with magical powers that rival Rita Repulsa's. These energetic masters of the martial arts summon the power of the ancient dinosaurs and morph into the Mighty Morphin Power Rangers™.



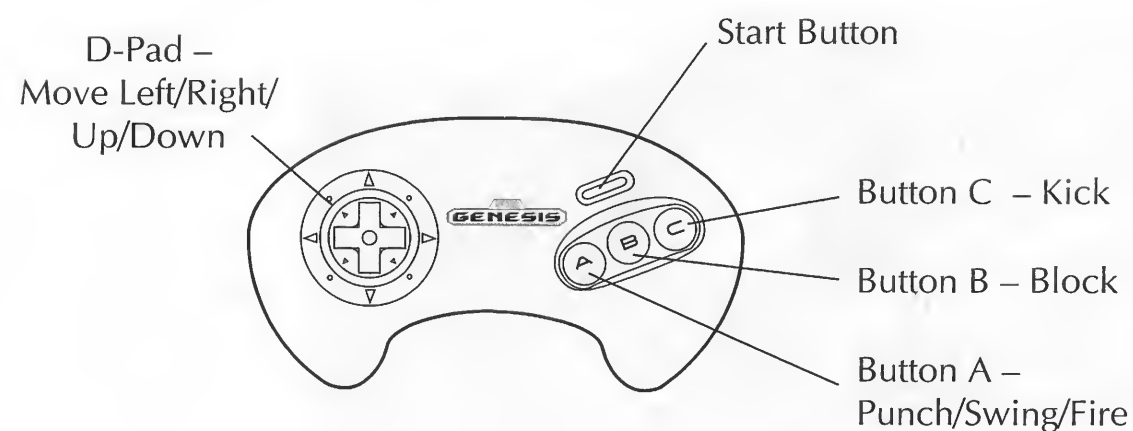
When Rita's monster henchmen become a really BIG problem, the Power Rangers' special vehicles, the Dinozords™, combine to create the powerful Megazord™. Then the battle really kicks up the dirt!

But Rita has a few nasty tricks up her wicked silk sleeve. Among them is the Green Ranger™, a teenager she has hexed into fighting for the wrong side. Can the other Power Rangers defeat the Green Ranger and his mighty mecha, the Dragonzord, and convince him to change sides? They could sure use his help in the battles ahead!

Join the Mighty Morphin Power Rangers as they punch, leap and spin kick their way ever deeper into Rita's clutches. Your job is to make all the right moves, to make sure the Power Rangers get the job done. And that's gonna take some fast action on your part.

So warm up those trigger fingers. IT'S MORPHIN TIME!

# Play Controls



Use the control pad to play the game. When you see different symbols appear on the combat screen, press the same controls on the control pad. It's just like you're one of the Power Rangers™. You've gotta make the right moves to win!

## Skill Levels

Choose one of these skill levels before you start the game. Press the **D-Pad** up/down to choose a level, and press the **Start Button**.

### Beginner Start

An easier mode that lets you learn how to play. You'll have to make fewer moves than in the Intermediate and Expert Modes, and you will be given more time to react.

### Intermediate Start

Although you are given more time to react, you are required to make the same number of moves as the Expert Mode. Hone those skills if you want to move up!

### Expert Start

Intense combat that takes all your skill and concentration! The moves are faster and damage for wrong moves is more severe. You lose points for pressing a play control too soon. Your timing has to be just right in order to win!



## Watch the Screen

Your Score



Characters in Combat

Your Health Bar

You'll play through nine Episodes of fast, furious Power Rangers™ combat. Each Episode gets more intense, as the Power Rangers sink deeper into danger in their battle to defeat evil Rita Repulsa™!

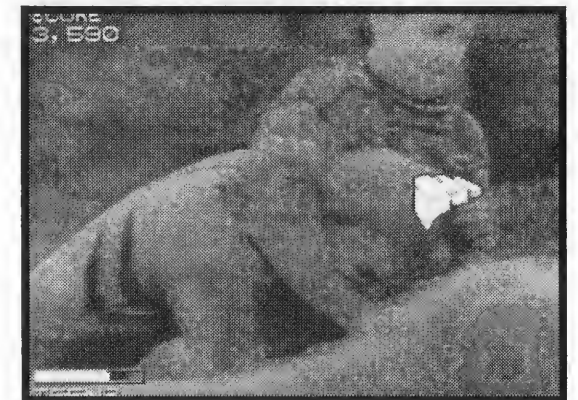
When you see a symbol appear on screen, quickly press that **Action Button** or **D-Pad** direction. If you make the right move, your Health Bar will be untouched. If you make a wrong move, or you're not fast enough, the screen will shake, you'll hear a buzzer, and your Health Bar will decrease.

Your score is based on making the right moves in the quickest amount of time. (See **Scoring** on page 7.)

## Three Ways to Move

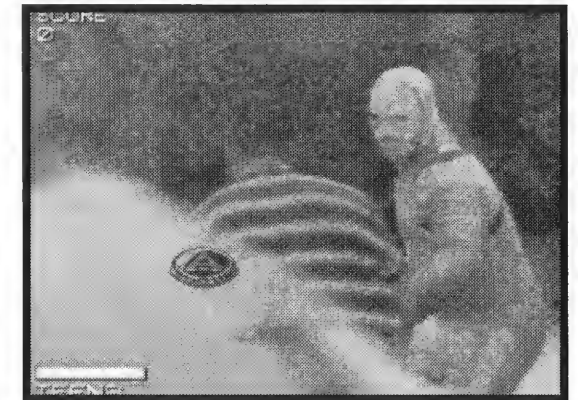
### Direction

When one of the Power Rangers™ is running or dodging out of the way, you may see a direction arrow appear, moving toward the edge of the screen. Press the **D-Pad** in the same direction to make the right move.



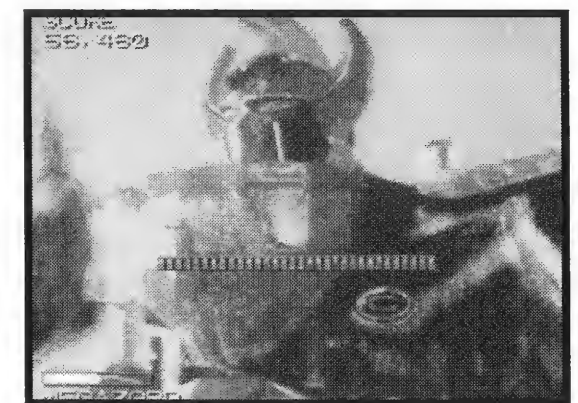
### Single Button Press

A specific action, such as a punch or swing, will call for a single button press. You'll see a button symbol appear. Press the same **Action Button** on the control pad to make the right move.



### Multi-Button Press

When the Power Rangers are about to take massive damage, you'll need to press a number of buttons very quickly, in a limited amount of time. A bar graph will appear. You must rapidly press all three **Action Buttons** — **A**, **B** and **C** — to light up the graph before the time runs out.



## Restoring Your Health Bar

Even the Power Rangers™ take their share of hits. When you make a wrong move, or don't move fast enough, your Health Bar decreases. But as long as you have some health left, you're still in the game.

During the morphing segments in combat, your Health Bar will gradually increase:

- If your Health Bar is low, you'll only have time to regain partial health.
- If your Health Bar is nearly full, you'll regain full health.
- If the Health Bar is full and you still have healing time, additional points will be added to your score.

### Secret Moves

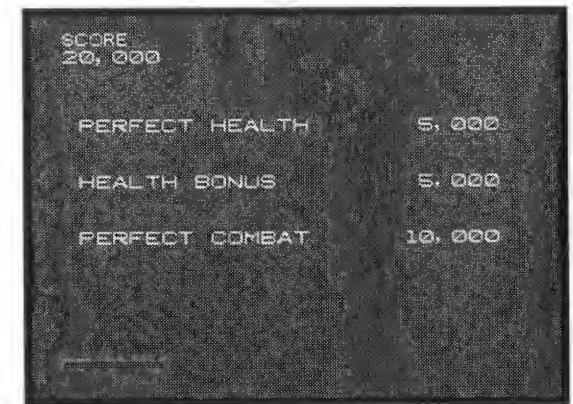
In combat, when your Health Bar starts to increase during the morphing sequences, you can double the health you gain back! If you press the correct sequence of buttons, you will gain twice the amount of restored health.

Each area has its own secret move, which can be one, two or three button presses in a row. In each morphing stage, you will get a visual clue about which buttons to press. For example, in Episode 1, when the teens morph into Power Rangers, press the **D-Pad UP** when they jump up to gain additional health.

Look for other visual clues during the morphing sequences to gain twice as much health. That spells DOUBLE TROUBLE for Rita Repulsa™ and her Putty Patrol™!

## Scoring

Your points are tallied on the Score screen at the end of each Episode.



You are scored on these items:

<b>Health</b>	How much health you have left at the end of the Episode.
<b>Perfect Health</b>	You get a bonus score if you have a full Health Bar when the Episode ends.
<b>Perfect Combat</b>	You receive this excellent bonus score if you performed all the moves exactly right and you took no damage.

In addition:

- You gain points for making the correct moves. The faster you make the right moves, the higher your score will be.
- If you press the wrong button, but then immediately press the right button, you'll still score, although not as high.
- You lose health when you press the wrong button, or fail to press any button before the time runs out.
- You earn a bonus every 50,000 points in Beginner Mode, 75,000 points in Intermediate Mode, and 100,000 points in Expert Mode. Continues are awarded at the end of the episode in which you earned them.

# Continues

If your health bar runs out, that's it! Rita Repulsa™ now has a clear field to take over the universe, without the Power Rangers™ to get in her way.

But . . . wait a minute. There's such a thing as Continues.

When you have 'em, you can get back in the game from the start of the last scene you played. Highlight **YES** on the Continue screen and press the **Start Button** to resume play.

You begin the game with no Continues. But you can earn more. The higher your score is, the more Continues you can rack up. (See **Scoring** on page 7.) You'll receive your additional Continue(s) on the Score screen at the end of each Episode.

When you run out of both health and Continues, the game is over.



## Power Rangers CD Game Team

<i>Game System Programming:</i>	Chuck Batson, Orion Technologies, Inc.
<i>Game Design:</i>	Tony Van
<i>Cinepak Modifications:</i>	Kathy Bayless
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<i>Sound Effects:</i>	Rolf Weber
<i>Producer:</i>	Tony Van
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<i>Product Manager:</i>	Peter Loeb
<i>Associate Product Manager:</i>	John Garner
<i>Manual:</i>	Carol Ann Hanshaw

## Saban Entertainment, Inc.

<i>Executive Producers:</i>	Haim Saban, Shuki Levy
<i>President of Childrens Group:</i>	Peter Dang
<i>Vice President of Development:</i>	Joel Andryc

## Bandai America, Inc.

Frank Ward  
Shin Ueno

## Special Thanks:

Pacific Video Resources,  
Muther's Recording Studio,  
Mike Latham, Jef Feltman, Larry Loth,  
Patricia Torrelio, Clint Dyer,  
Nemer Velasquez  
Jonathan Stark

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To receive Canadian warranty service, call the Sega Canadian Consumer Service Department at this number:

**1-800-872-7342**

**DO NOT RETURN YOUR SEGA CD COMPACT DISC TO YOUR RETAIL SELLER.** Return the compact disc to Sega Consumer Service. Please call first for further information. If the Sega technician is unable to solve the problem by phone, he or she will provide you with instructions on returning your defective compact disc to Sega. The cost of returning the compact disc to Sega's Service Center shall be paid by the purchaser.

## Repairs after Expiration of Warranty

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State

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Zip

\_\_\_\_\_  
Phone number

1 Male       2 Female

Birth Date \_\_\_\_/\_\_\_\_/\_\_\_\_  
mo / day / yr

**2. Describe the other game players in your home:**

PLAYER 1: Age \_\_\_\_     1 Male                       2 Female

PLAYER 2: Age \_\_\_\_     3 Male                       4 Female

**3. Who bought this product?**

1 Primary User       2 Parent/Guardian       3 Friend

4 Relative             5 Another Household Member

When was it bought? \_\_\_\_/\_\_\_\_/\_\_\_\_  
mo / yr

**4. What is the name of the game you purchased?**

\_\_\_\_\_

**5. What other electronics or computers do you have in your home? PLEASE CHECK EVERYTHING YOU HAVE.**

**For Game Playing:**

1 Atari Lynx       2 Game Boy

3 Game Gear       4 NES (8 bit)

5 Philips CD-I     6 Super NES (16 bit)

7 TurboGrafx CD    8 Other

**Other:**

1 CD Player       2 Laser Disc Player

3 Macintosh       4 PC (IBM or IBM Compatible)

Computer

5 VCR

**6. What kinds of games do you play most often?**

1 Fantasy Action       2 Fantasy Role Playing       3 Fighting Machines

4 Fighting Adventure    5 Futuristic                       6 Super Heroes & Cartoons

7 Puzzles/Strategy     8 Sports

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